WHAT IS CLAIMED IS:

1. 1.   A method for improving visual depiction of animation splines in a
2. computer assisted animation system comprising:
3.   producing a source spline formed of paths between a sequence of knots to
4. define a path between a first end knot and a second end knot;
5.   displaying said source spline on a computer display monitor of said computer
6. assisted animation system wherein first axes represent time and second axes represent
7. distance;
8.   analyzing said spline to designate pose knots and timing knots between said
9. first and second end knots, wherein at least one timing knot is established between successive
10. pose knots;
11.   thereafter producing a flipped spline wherein first axes through said pose
12. knots are reversed;
13.   displaying said flipped spline on the computer display monitor as a sawtooth
14. for evaluation and to allow adjustment of said source spline;
15.   adjusting said source spline to obtain smoother transitions between end knots;
16. and
17.   using said spline to produce an animation sequence.

1. 2.   The method according to claim 1 further including the step of:
2.   upon inserting a new pose knot between two existing pose knots, causing all
3. pose knots following the new pose knot to flip so that the sawtooth is preserved.

1. 3.   A frame of animation including an image determined in claim 1.

1. 4.   In a computer assisted animation system an apparatus for improving
2. visual depiction of animation splines comprising:
3.   an input device operative to produce a source spline formed of paths between
4. a sequence of knots to define a path between a first end knot and a second end knot;
5.   a display for displaying said source spline on a computer display monitor of
6. said computer assisted animation system, wherein first axes represent time and second axes
7. represent distance;

8   computer software operative to analyze said spline to designate pose knots and

9   timing knots between said first and second end knots, wherein at least one timing knot is

10   established between successive pose knots;

11   computer software operative to produce a flipped spline wherein first axes

12   through said pose knots are reversed;

13   said display operative to display said flipped spline as a sawtooth for

14   evaluation and to allow adjustment of said source spline;

15   an input device operative for adjusting said source spline to obtain smoother

16   transitions between end knots; and

17   an output device operative to use said spline to produce an animation

18   sequence.